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What is claimed is:

- 1 1. A method of identifying reusable computation units comprising:
2 mapping n-dimensional architectural state vectors into a plurality of one-
3 dimensional symbols;
4 arranging the plurality of one-dimensional symbols into phrases of text; and
5 identifying recurrent phrases of text as reusable computation units.

- 1 2. The method of claim 1 wherein mapping comprises:
2 traversing a software block in program execution order;
3 assigning new symbols as previously un-encountered architectural state
4 vectors are encountered; and
5 assigning previously assigned symbols as previously encountered
6 architectural state vectors are encountered.

- 1 3. The method of claim 2 wherein assigning new symbols comprises assigning
2 consecutive integers such that each new symbol is assigned a value that is one
3 greater than a previously assigned value.

- 1 4. The method of claim 1 wherein arranging comprises arranging symbols in
2 program execution order.

- 1 5. The method of claim 4 wherein architectural state vectors include live-in
2 states and live-out states for individual processor instructions.

- 1 6. The method of claim 1 wherein identifying comprises compressing the
2 phrases of text to find a plurality of recurrent phrases.

- 1 7. The method of claim 6 wherein compressing comprises compressing the
2 phrases of text using a lossless compression algorithm.

1 8. The method of claim 7 further comprising generating at least one trigger for a
2 conjugate processor, the at least one trigger to implement complete reuse.

1 9. The method of claim 6 wherein compressing comprises compressing the
2 phrases of text using a lossy algorithm.

1 10. The method of claim 9 further comprising generating at least one trigger for a
2 conjugate processor, the at least one trigger to implement partial reuse.

1 11. The method of claim 6 wherein identifying further comprises correlating the
2 plurality of recurrent phrases to identify reusable computation units.

1 12. The method of claim 1 further comprising annotating the reusable
2 computation units in a program binary to cause a processor to memorize reuse
3 instances.

1 13. A computer-implemented method of identifying reusable computation units
2 within an executable program comprising:
3 creating an execution trace of the executable program;
4 compressing the execution trace to find recurrent portions thereof; and
5 identifying the recurrent portions of the execution trace as reusable
6 computation units.

1 14. The computer-implemented method of claim 13 wherein creating an
2 execution trace comprises:
3 executing the executable program; and
4 mapping architectural states of the executable program into symbols.

1 15. The computer-implemented method of claim 14 wherein mapping
2 architectural states into symbols comprises:
3 assigning integers to n-dimensional architectural state vectors such that each
4 new n-dimensional architectural state vector is assigned an integer that is one greater
5 than the last integer assigned.

1 16. The computer-implemented method of claim 15 wherein the n-dimensional
2 architectural state vectors include information from processor instructions, live-in
3 states, and live-out states.

1 17. The computer-implemented method of claim 13 wherein compressing
2 comprises:
3 applying a compression algorithm that identifies an editing distance between
4 similar recurrent phrases.

1 18. The computer-implemented method of claim 15 wherein identifying recurrent
2 portions of the execution trace comprises:
3 correlating the dictionary of recurrent phrases with the executable program.

1 19. The computer-implemented method of claim 13 wherein compressing
2 comprises:
3 applying a compression algorithm that identifies a dictionary of recurrent
4 phrases.

1 20. The computer-implemented method of claim 19 wherein identifying recurrent
2 portions of the execution trace comprises:
3 correlating the dictionary of recurrent phrases with the executable program.

1 21. The computer-implemented method of claim 20 further comprising
2 annotating the reusable computation units in the executable program.

1 22. The computer-implemented method of claim 20 further comprising
2 generating conjugate processor triggers to exploit reusable computation units in the
3 executable program.

1 23. An article having a computer-readable medium, the computer-readable
2 medium having stored thereon instructions for a method of identifying reusable
3 computation units, the method comprising:
4 compressing phrases of symbols that represent architectural states to identify
5 recurrent phrases of symbols; and
6 correlating recurrent phrases of symbols with an executable program to
7 identify reusable computation units within the executable program.

1 24. The article of claim 23 further comprising:
2 generating the phrases of symbols by mapping n-dimensional architectural
3 states to one-dimensional symbols.

1 25. The article of claim 24 wherein mapping comprises:
2 executing an executable program; and
3 assigning an integer to each unique n-dimensional architectural state vector
4 representing a processor instruction, live-in states, and live-out states.

1 26. The article of claim 25 wherein executing the executable program comprises
2 generating a program trace that includes the n-dimensional architectural state vectors.

1 27. The article of claim 23 wherein compressing phrases of symbols comprises
2 applying a lossless coding algorithm to the phrases of symbols.

1 28. The article of claim 27 wherein the method further comprises generating
2 instruction triggers for a conjugate processor to implement complete reuse.

1 29. The article of claim 23 wherein compressing phrases of symbols comprises
2 applying a compression algorithm that identifies an editing distance between similar
3 phrases of symbols.

1 30. The article of claim 29 wherein the method further comprises generating
2 instruction triggers for a conjugate processor to implement partial reuse.